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Subject: Re: Strange issue with text in Painter  
Posted by [mirek](#) on Fri, 11 Jan 2019 14:29:02 GMT

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Tom1 wrote on Fri, 11 January 2019 14:33Hi,  
Interestingly it always has two operator== hash compares until a match is found. (I repeated the rendering multiple times to find the spot in log more easily.) Is this multiple hash match affecting the caching in some way?

That is hashcode collision. Nothing to worry about.

Quote:

PS: When a wrong cache item is picked for a character, it may have wrong size and wrong Italic/Normal coding, but it always is the correct

Wrong italic/normal bit is new - is that sure?

Mirek

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